DREAMBLADE™

anvilborn™

ENCYCLOPEDIA

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Archangel Tommy

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

: Mass Wound 4 — Deal 4 damage to each local enemy.

An angel of death, one bullet at a time.

11 XX 4 8|8

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Bast's Handmaid

: Mighty Stride — If you control the creature with the highest power, you may move that creature one cell.

From strength, freedom.

5 X 3 6|7

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Blind Envoy

Ambition 1 — If this creature claims a scoring cell this turn, score +1 conquest point.

"Victory is the only thing I see."

3 XX 1 3|4

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Dreamwatch Sphinx

: Teleport Ally — You may put target ally into target nonportal cell.

We are all pawns on its board.

6 XX 2 5|6

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Elite Gladiator

Bladestrike 6 — Whenever this creature attacks, you may roll 6 fewer dice. If you do, deal +6 damage and gain .

"You call it luck. I call it preparation."

11 X 6 10|12

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Fireman

: Advance — You may move target unengaged ally one cell.

: Stalwart — Deal +X damage this combat, where X is the number of local enemies.

Some like it hot.

5 XX 2 6|7

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Knight of Dusk and Dawn

Janus J

4: Advance Janus 2 — You may move up to two target unengaged Janus allies one cell.

Behind her, defeat. Before her, loss. Beside her, hope.

4 XX 2 5|6

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Lion Rampant

: Mass Wound 2 — Deal 2 damage to each local enemy.

At first glance a noble beast . . . you don't get a second glance.

7 — 3 — 6|7

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Savannah Harrower

There is a never-ending supply of enemies for the harrowers to kill.

7 — 3 — 9|10

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Soulwash Temple

When you spawn this location in a cell, you may ignore the one-location stacking limit of that cell.

: Destroy target local location.

: Crit 1 — Deal +1 damage this combat.

4 — Location

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War Eagle

: Teleport Ally — You may put target ally into target nonportal cell.

All of the dreamscape is their battlefield.

10 — 2 — 10|11

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Zungar Envoy

: Glory 2 — Score +2 conquest points this turn.

Ambition 2 — If this creature claims a scoring cell this turn, score +2 conquest points.

Are they harbingers of hope or desperation?

8 — 3 — 6|7

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Zungar Shieldsworn

Disarm 4 — Whenever an opponent chooses this cell for combat, target local enemy with spawn cost 4 or less can't attack that combat.

Are they the vanguard of a new age or a remnant of a destroyed dream?

3 — 1 — 3|4

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Bladestrider

: Warpstrike 4 — Make a 4-power attack against target nonlocal enemy.

His blades slice through time and space.

8 | 4 | 1|11

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Brainghast

: Mindcrit 3 — If you have more miniatures in your reserves than your opponent, deal +3 damage this combat.

What the sorcerer sows, the brainghast reaps.

9 | 5 | 6|12

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Chain Master

Shackle 2 — Whenever this creature is disrupted and removed from its cell, choose up to two target enemies from that cell. Put those targets in the same cell as this creature. There can be no combat in this cell this phase.

7 | 3 | 4|9

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Chain Servant

Shackle 1 — Whenever this creature is disrupted and removed from its cell, choose up to one target enemy from that cell. Put that target in the same cell as this creature. There can be no combat in this cell this phase.

4 | 2 | 2|6

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Dreamscape Prophet

: Mindcrit 4 — If you have more miniatures in your reserves than your opponent, deal +4 damage this combat.

: Raise — Put target creature from your graveyard into your reserves.

4 | 2 | 1|8

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Falling Man

Splat 5 — At the end of each initiative phase, if a player would skip his or her spawn phase, you may sacrifice this creature. If you do, make a separate 5-power attack against each local and adjacent enemy.

5 | 2 | 4|8

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Femme Fatale L

Lost

: Duel 4 — If there are no allies and only one enemy in this cell, deal +4 damage this combat.

Three is an unwelcome crowd.

5 | 3 | 4|8

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Gun Behemoth

: Warpstrike 7 — Make a 7-power attack against target nonlocal enemy.

His blood clots into bullets. He never runs out of ammo.

10 | 6 | 4|12

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Madhouse

: Whenever your creatures make a regular attack, if there are no enemies in this cell, you may reroll X dice, where X is the conquest-point value of this cell.

The door is always open.

3 | Location

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Mr. Friend

Reinforce Madness — You may spawn this creature in any cell that contains a Madness ally.

Figment — At the end of each turn, banish this creature.

Flummox 2 — Local enemies have "**: Fumble 2 —** Deal –2 damage this combat."

4 | 3 | 4|9

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Soul Slicer

1: Suppress — Choose target miniature in your opponent's reserves. Miniatures with that name can't be spawned this turn.

She carves each blade from the bones of her victims.

5 | 3 | 4|7

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Soul Warden

Eternity — Your local creatures have "**Regenerate —** If this creature would be destroyed, banish it instead."

She knows death—and denies it.

6 | 5 | 3|8

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Warmonger

Grand Melee — Whenever this creature makes a regular attack, it gains all the blade abilities of allies in target adjacent cell and gets +X power, where X is the total power of allies in that cell. Damage from this attack may be assigned to enemies in that cell.

13 | 7 | 4|10

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Bestial Silhouette

Shadow — This creature can't be the target of abilities.

: Mire — Creatures can't move during spawn phases.

The dreamscape has its own answers to the Anvilborn.

9 | 4 | 5|9

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Carrion Hulk
Stitched (S)

: Corpsebuilt — Sacrifice this creature unless you put a creature from your reserves into your graveyard.

: Grave Crit — Deal +X damage this combat, where X is the number of creatures in your graveyard.

8 | 4 | 7|9

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Droning Damselfly
Hiveling (Hv)

Ambush 5 — Whenever an enemy enters this cell, make a 5-power attack against that enemy.

: Expel — You may move target engaged enemy one cell.

10 | 4 | 8|11

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Foul Beetle
Hiveling (Hv)

Curse 1 — Whenever one or more local enemies attack, the enemies' controller rerolls one die of your choice.

Foul beetles guard all the entrances to Queen Chrysota's hive.

6 | 3 | 4|5

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Infernal Screamer
Hellbred (H)

6: Summon Hellbred 9 — Gain +9 spawn points. These spawn points can be spent only on spawning a single Hellbred miniature.

Once the way is opened, only death can shut it.

8 | 3 | 6|8

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Omen Locust
Hiveling (Hv)

: Clone 1 — Your Omen Locusts cost 1 less to spawn this turn.

: Flanking 2 — If you control more creatures in this cell than each opponent, deal +2 damage this combat.

Triplicate — Your second and third Omen Locust miniatures don't count toward your warband's 16-miniature limit.

5 | 3 | 3|7

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Painsmash

: Scare — You may push target unengaged enemy one cell. *("Pushing" means moving a creature away.)*

: Fumble 3 — Deal -3 damage this combat.

Laugh while you can.

8 | 5 | 6|11

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Plaguebrood Larva
Hiveling (Hv)

: Deathswarm Hiveling 9 — You may exchange this creature with target creatures in your graveyard with a combined spawn cost of 9 or less.

It's no sacrifice to die for the Queen.

6 | 2 | 5|11

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Toxic Sirroth

: Double Venom 2 — Choose two different target local enemies. Assign 2 venom points to each target. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

: Venom 1

3 | 2 | 3|4

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Unwishing Well

At the beginning of each player's spawn phase, that player sacrifices a local creature.

Its hunger is bottomless.

5 | Location

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Writhing Sorcerer

Mind Mulch 1 — Whenever a miniature is put from the opponent's reserves into his or her graveyard, you gain +1 spawn point at the beginning of your next spawn phase.

: Unknow 5 — Target opponent puts a creature of your choice with spawn cost 5 or less from his or her reserves into his or her graveyard.

7 | 4 | 6|8

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Yazrael, Dreadfiend
Hellbred (H)

Unique Yazrael

Soul Harrow — Enemy miniatures can't be spawned in this column.

: Scare — You may push target unengaged enemy one cell. *("Pushing" means moving a creature away.)*

7 | 2 | 5|7

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Zipperface

Zipperfaces breed by making new skins and zipping their screaming victims into them.

4 | 3 | 4|7

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Abyssal Predator

Loner — This creature can't attack with other creatures.

: Spur — Choose an ally in the same cell as target enemy. Make an X-power attack against that enemy, where X is the chosen ally's power.

9 | 7 | 6|9

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Bloodbound Skeever

: Bloodtax — Players don't score conquest points for claiming cells this turn.

"Only the blood matters."

8 | 4 | 3|5

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Bloodtusk Throne

: At the beginning of each player's spawn phase, if that player controls the local creature with the highest power, then that player makes a 6-power attack against target engaged enemy.

4 | Location

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Deathwind Priest

Ragestrike 10•12 — Whenever this creature attacks, you may roll 10 fewer attack dice. If you do, deal +12 damage.

The priesthood believes the body must kill to keep the mind at peace.

10 | 7 | 7|9

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Demonic Dandy

Hellbred (H)

Hellthirsty — When this creature attacks and no enemy is destroyed by the end of combat, if there are no local or adjacent Hellbred, sacrifice this creature.

Reckless Hunger 2•4 — Whenever this creature attacks, you may have your opponent score +2 conquest points this turn. If you do, roll 4 extra attack dice this combat.

8 | 5 | 5|7

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Hulking Brute

Ponderous — This creature can't attack during your second action phase each turn.

: Crit 2 — Deal +2 damage this combat.

7 | 7 | 5|6

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Imaginary Fiend

Rage of One — If a local or adjacent ally attacks on its own, it gains "**: Ferocity —** If target local enemy becomes disrupted this combat, destroy it instead" until end of combat.

It has a lot of rage for a figment of the imagination.

5 | 3 | 3|6

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Lady of the Manor

Ragestrike 5•6 — Whenever this creature attacks, you may roll 5 fewer attack dice. If you do, deal +6 damage.

"Kiss me."

3 | 2 | 3|5

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Nosferatix
Hellbred H

: Battle Energize 1 — Gain +1 spawn point at the beginning of your next spawn phase.

: Hellbred Crit 4 — If there is a local or adjacent Hellbred ally, deal +4 damage this combat.

6 | 4 | 4|6

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Princess of Thorns

: Crit 3 — Deal +3 damage this combat.

Bloody Glory 12•3 — Whenever this creature attacks, if your creatures deal 12 or more damage that combat, score +3 conquest points that turn.

10 | 4 | 5|7

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Sabrefang Warrior
Bloodcut B

0: Assault 4 — Make a 4-power attack against target local enemy.

Tlamixec himself carved the bloodcut markings into the first of these warriors.

5 | 3 | 3|4

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Stormrider Shaman
Bloodcut B

: Energize Bloodcut 2 — At the beginning of your spawn phase, gain +2 spawn points. These spawn points can be spent only on spawning Bloodcut miniatures or on Bloodcut spawn abilities.

: Crit 3 — Deal +3 damage this combat.

6 | 3 | 2|3

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Stormwatch Siren

3: Lure — You may pull target unengaged enemy one cell. (*"Pulling" means moving a creature closer.*)

To hear is to obey.

4 | 2 | 2|5

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Blademiller

Locus Drive — At the beginning of your spawn phase, move this creature one cell closer to the center cell.

0: Spark 3 — Gain +3 spawn points. These spawn points can be spent only on spawn abilities.

8 | 3 | 7|9

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Bonecarved Idol

Locus Drive — At the beginning of your spawn phase, move this creature one cell closer to the center cell.

: Nitro 7 — Whenever a 1 is rolled for initiative, treat it as a 7 instead for all purposes.

10 | 6 | 6|11

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Malefic Steamroller

Blitz Drive — At the beginning of your spawn phase, move this creature one cell forward.

Charge 5 — Whenever this creature enters an enemy-occupied cell, make a 5-power attack against target local enemy.

11 | 5 | 9|12

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Mantlet

Intercept Drive — At the beginning of your spawn phase, move this creature one cell closer to the ally with the lowest life.

Shadow Field — Your local creatures can't be the target of abilities.

10 | 5 | 9|11

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Hunter-Killer

Swap Drive — At the beginning of your spawn phase, exchange this creature's position with target adjacent ally.

6: Missile 10 — Make a 10-power attack against target creature two cells away. *(Don't count diagonally.)*

9 | 6 | 5|7

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Infernal Bomber

Chaos Drive — At the beginning of your spawn phase, roll an initiative die. Move this creature one cell forward (on a 1–2), right (3–4), or left (5–6).

Tactics 1 — Whenever a creature you control makes a non-deathblow special attack, roll one extra attack die.

8 | 4 | 5|8

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Mobile Command

Pursuit Drive — At the beginning of your spawn phase, move this creature one cell closer to the enemy with the highest spawn cost.

0: Fluctuate — Roll an initiative die. If this cell is a scoring cell for a player, it's worth that many conquest points to that player instead this turn.

9 | 5 | 7|11

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Wicked Carriage

Swap Drive — At the beginning of your spawn phase, exchange this creature's position with target adjacent ally.

: Fracture 4 — Target opponent disrupts this creature. Gain .

7 | 4 | 6|8

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